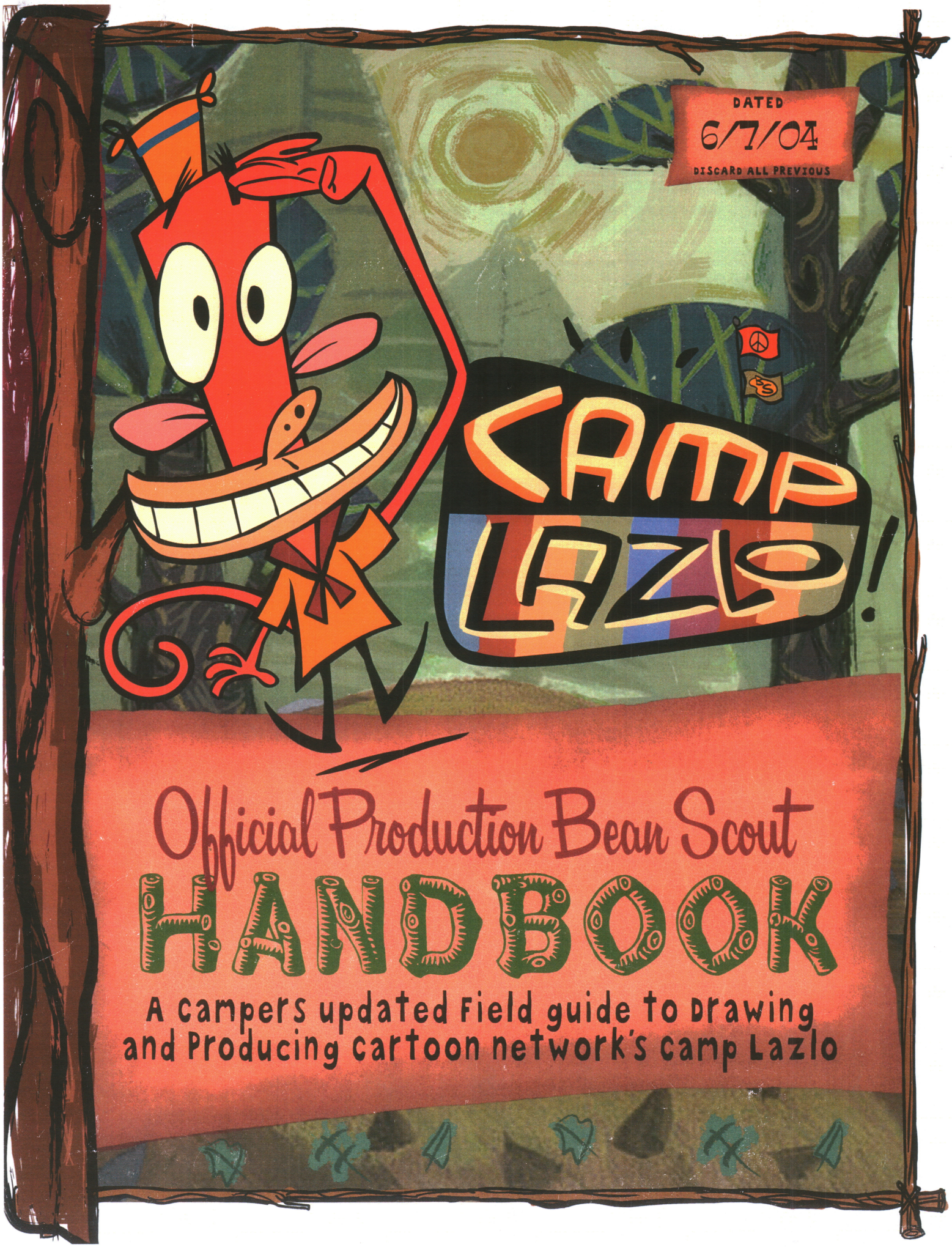


Official Production Bean Scout HANDBOOK

A campers updated Field guide to Drawing and Producing cartoon network's camp Lazlo



The

(As close as we can get right now to an)

Official Production Bean Scout

HANDBOOK

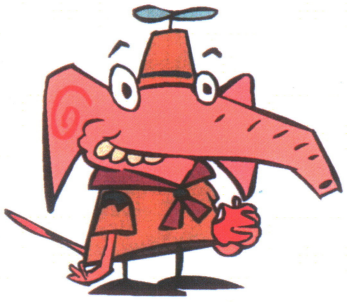
prepared by Scoutmasters

JOE MURRAY
MARK O'HARE



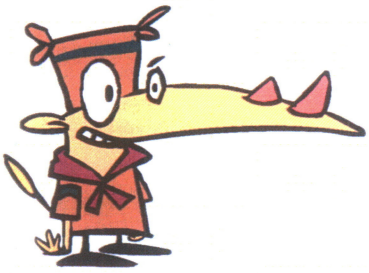
6/7/04

Table of Contents





1. Overview
2. Setting
3. Series Synopsis
4. Main Characters
5. Secondary Characters
6. A Note on Writing
7. Model Sheets
8. Style
9. Color & BG's
10. Production Notes
11. Conclusion









Overview, Setting & Synopsis



Quick Overview



WHAT IS CAMP LAZLO?

A happy, free thinking Monkey and his two odd friends wreak havoc on a very structured Scout Camp.



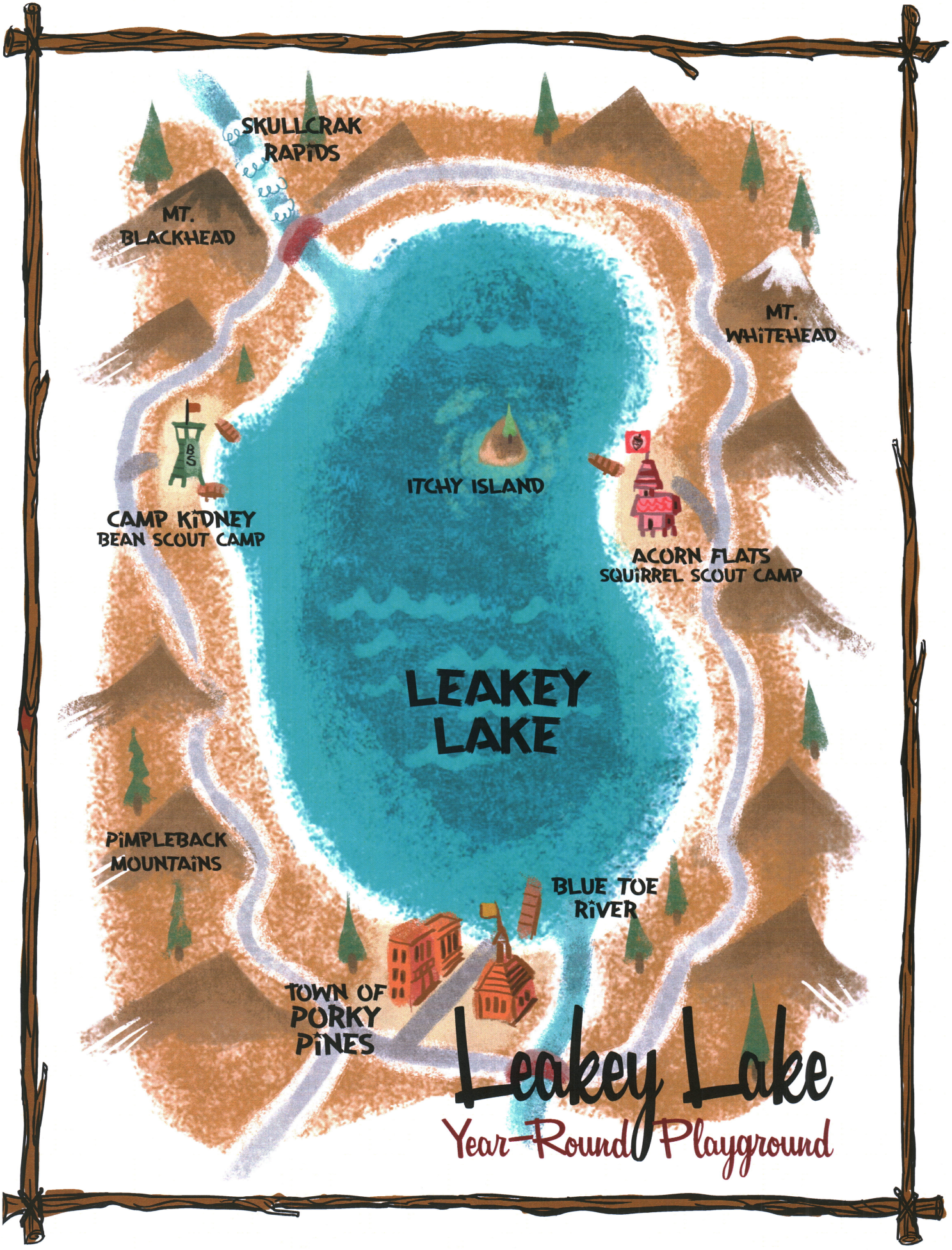
Bean Scout Lazlo, along with his scouting companions Clam and Raj, decided to try out a 4 week Scout Camp in the Pimpleback Mountains called Camp Kidney. Little did they know that their rebellious, non-conformist and optimistic nature would clash so much with the neurotic Scoutmaster, and all of the compulsive, 'march in a straight line' scout campers that co-inhabit the camp. Since Lazlo, Raj and Clam (a monkey, Indian Elephant, and pygmy Rhino, respectively) vow not to leave camp until they have earned at least one merit badge, their four week stay has turned into a couple of years, much to the torture of their Moose Scoutmaster, and fellow campers which include Dung Beetles, platypus's and Lemmings. Couple that with a Squirrel Scout camp full of girls across the lake, and a summer of camp will never be the same.



Carol Wyatt

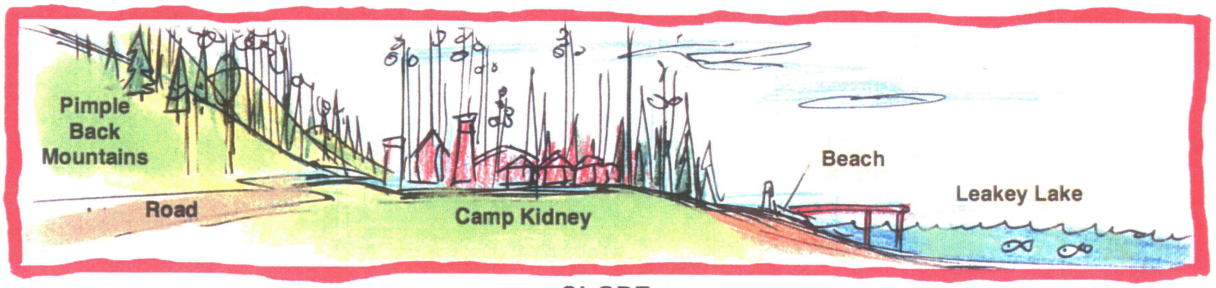
Setting

CAMP KIDNEY is a Bean Scout Camp next to a large lake for fishing and boating called LEAKEY LAKE. Camp Kidney is an old camp, with an old P.A. system that transmits announcements, and sometimes plays odd "camp music". The Camp has a Scoutmasters House and office, an Assembly Lodge,Mess Hall, Boat house, House-keeping Cabin, Campfire Amphitheater and Scout Cabins all named after Beans I.E. 'Pinto' Cabin, 'Garbanzo' Cabin, 'Baked' Cabin. Lazlo, Raj and Clam are in "Jelly Cabin", which is decorated with pink flamingos, happy face flags, Christmas lights, and Peace flags. There is a Squirrel Scout Camp across the lake from Camp Kidney.

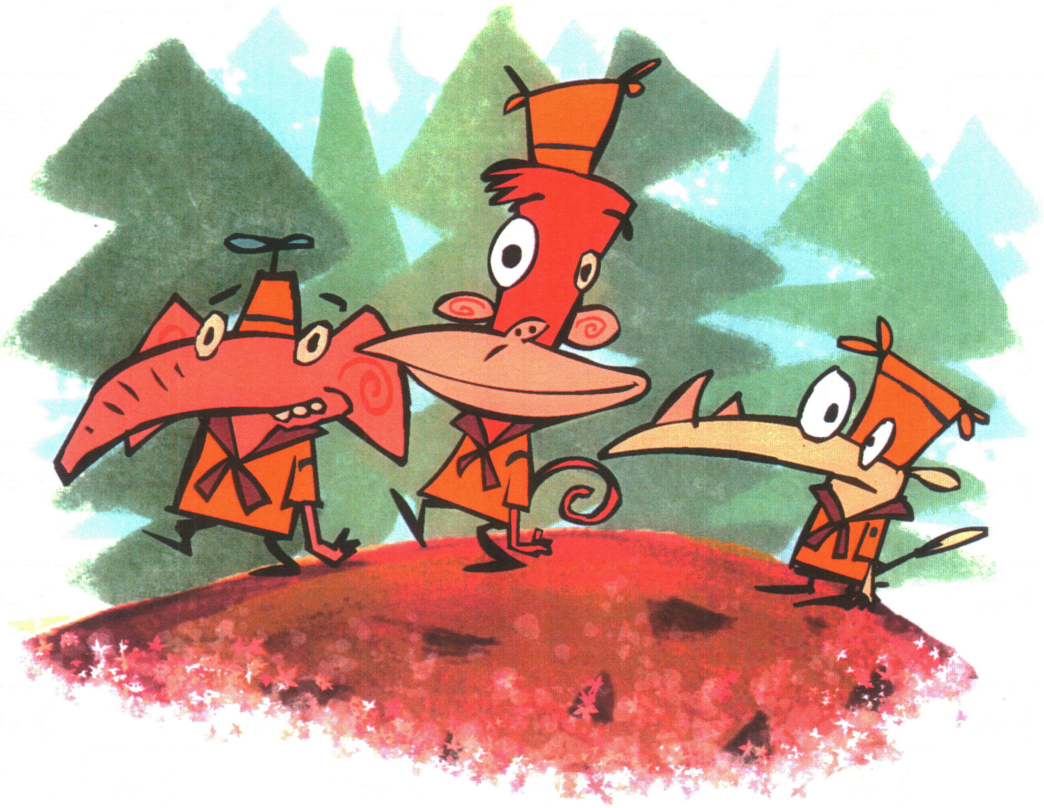

SKULLCRAK RAPIDS
MT. BLACKHEAD
MT. WHITEHEAD
ITCHY ISLAND
CAMP KIDNEY BEAN SCOUT CAMP
ACORN FLATS SQUIRREL SCOUT CAMP
LEAKEY LAKE
PIMPLEBACK MOUNTAINS
BLUE TOE RIVER
TOWN OF PORKY PINES
Leakey Lake
Year-Round Playground

BIRDS EYE OF CAMP KIDNEY





SLOPE



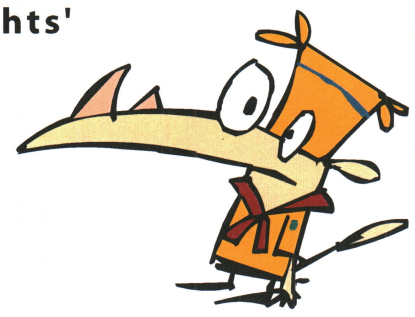
Series Synopsis

CAMP LAZLO is an eccentric animated series that chronicles the odd and happy camping life of a Bean Sprout Scout named Lazlo. Lazlo joyfully skips through the poison Ivy of life without a rash, and goes head to head with a grouchy scoutmaster whose only concerns are Lazlo and his cohorts earning a merit badge and leaving his otherwise orderly camp. Lazlos' ambitions , however, do not lend themselves to earning merit badges. He loves to do his best, but cares little about being the best, or receiving material rewards.

Lazlo is a highly optimistic, high energy, ever smiling Brazilian Monkey, who is one with nature, and one with the universe. He loves the Bean Scouts, because he can be with his best friends; *Raj* , a wise, compulsive and insect phobic Indian elephant, and *Clam*, a somewhat clue less albino pygmy rhino with a penchant for thrill, physical strength way beyond his size and an extreme loyalty to friends.

Camp Kidney, (which sits next to Leakey Lake,) was a peaceful scouting camp, where Bean Sprout Scouts could come, earn merit badges, and get a good dose of nature. Run rather efficiently by a Moose Scoutmaster named Leonard Lumpus, and his ever present Banana Slug assistant Slinkman, Camp Kidney's scout campers were usually obedient, scholarly, and didn't question authority. The camp was a haven of order.

Then Lazlo, Raj and Clam arrived. Unintentionally, and without malice, the trio have succeeded in upsetting the apple cart to the point of happily making pies, much to the psychotic frustration of their camp mates, and their 'moose in the headlights' Scoutmaster.



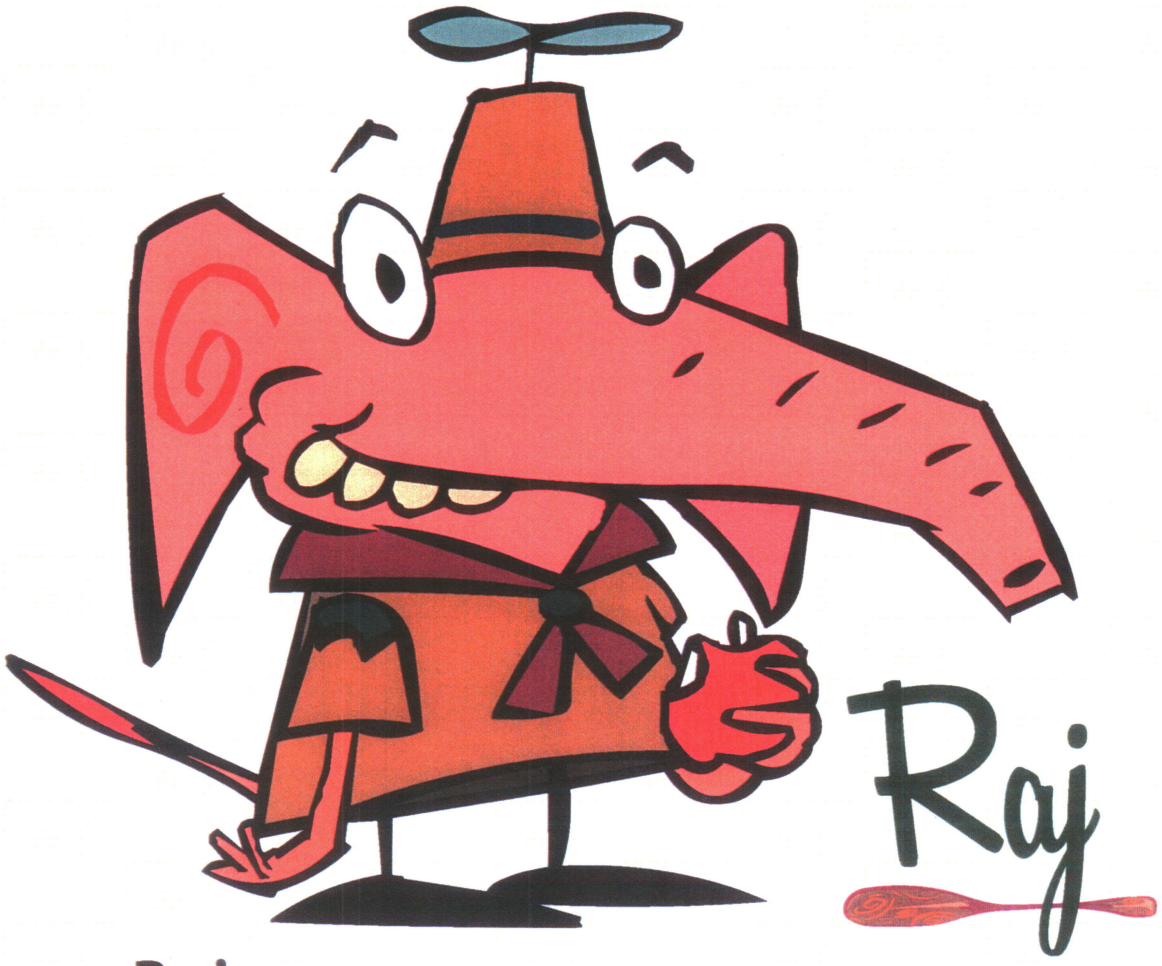
Main Characters





Lazlo is a free thinking monkey in a very structured Scouting camp.

Rebellious, without malice, Lazlo uses his nonconformity to spread a wave of hilarity throughout a scouting camp bent on earning badges and saluting the scouting flag. He is very optimistic to the point of sometimes leading others off of a cliff, and honest (and extremely talkative) to the point of unintended comedic rudeness. Lazlo's happiness annoys the grumpy (Especially Scoutmaster Lumpus) and just confuses the Lemming Brothers.



Raj is a new age, compulsive elephant trying to find comfort in the untidy world of Scout Camp.

Born in India, *Raj* and his disorders (Cleaning compulsions, Skin ruptures, Bug and Snake phobia) find a philosophical home in the forest of Bean Scout Camp Kidney. His 'sayings' in his *slight* Indian accent are somewhat mutated, but strike a point (If not a dull point). He joined the Bean Scouts because of his love of Baked Beans,(Not to earn badges, which is good because he has not earned any) and loves his record collection and dusty Hi Fi. Lazlo and Clam are 'grounding' forces in his world, where 'Happy Go Lucky' is his preferable path.



Clam is a small, loving and very strong Rhino that waddles through Camp leaving havoc in his wake.

Getting himself into trouble in a child-like fashion, (with Lazlo and Raj looking out for him like brothers), Clam has a limited vocabulary, but likes to interact vocally in a somewhat juvenile "midget" voice. With his naive, brute strength, He thinks nothing of tossing a friend over the river if he needs to cross it (in fact, a lot of his destruction is with loving and loyal good intentions.) His 'Happy Go Lucky' smile is usually only interrupted when Raj or Lazlo are in danger, have been insulted or Clam feels jealous. He waddles a few steps behind everyone else, has never earned a merit badge, and has acquired everything he has by sending away cereal box tops.



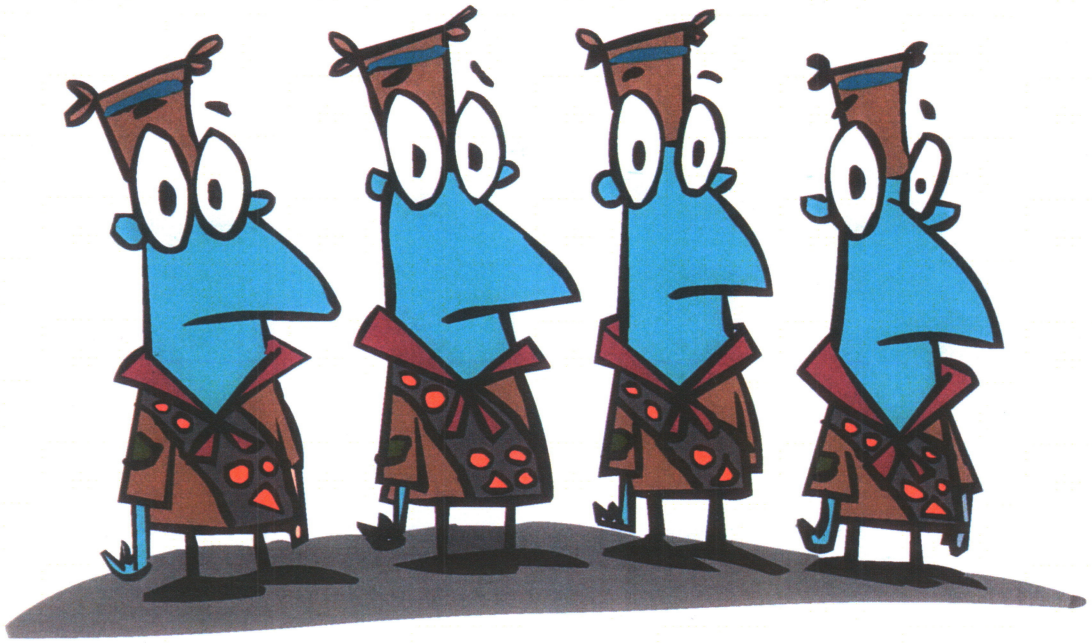
Scoutmaster Lumpus

Scoutmaster Leonard Lumpus ("That's Loooompus" he yells,) is a frustrated egomaniacal Moose with an inferiority complex. Always feeling that he is the victim, he needs to have his world in complete order, or he has a meltdown (which could be jumping up and down screaming, or breaking down crying.) He really wanted to be Head Troop master, but he is "stuck" in this job "in the sticks". He abuses his assistant "Slinkman" who he couldn't live without, and Lazlo is way too unpredictable for his sanity. He loves fishing, and tying "Flies".

Slinkman



Slinkman is a banana slug who was given the thankless job of Scoutmaster Lumpus's assistant. He has no social skills, but knows the Bean Scout manual cover to cover, and knows Lumpus's schedule much better than he does. He basically keeps the Camp running because Lumpus is always breaking down, makes all of the announcements on the PA in a voice that is reminiscent of Dustin Hoffman's "Rainman"., and is obedient and loyal. Of course he has no spine, he's a banana slug.



Lemming Bros.

The Lemming Brothers are scouts that are the opposite of Lazlo. They do what they are told, have no original thought, and represent the very structured, badge earning Camp that Lumpus loves.

What can you say about the Lemming Brothers: Larry, Leonard, Lupus and Louie? They talk alike, walk alike, think the way whatever the majority thinks, and don't like anyone who bucks the status quo. They are the camp kiss asses, have a rivalry with Lazlo, Raj and Clam, and of course, they have lots of badges!



Squirrel Scouts

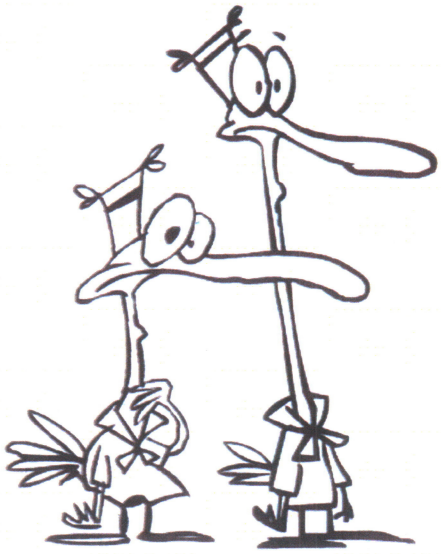
The Squirrel Scouts are females that have a camp across Lake Leakey from the Bean scouts. The main Squirrel Scouts are; *Gretchen,* an ever hungry Alligator who just wants to eat everyone (Especially happy Monkeys); *Nina Neckerly,* a gangly, bookish giraffe with a high squeaky voice, and; *Patsy Smiles*, a chirpy Squirrel who is in love with Lazlo.

Since Lazlo is so uneasy around girls, he gets uncomfortable with Patsy's advances. He has never returned her affection. But everyone should be careful. Patsy doesn't like rejection, and is a kick boxing champion.

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Second tier Characters

CAMP LAZLO!



Dave & Ping Pong
the Loons



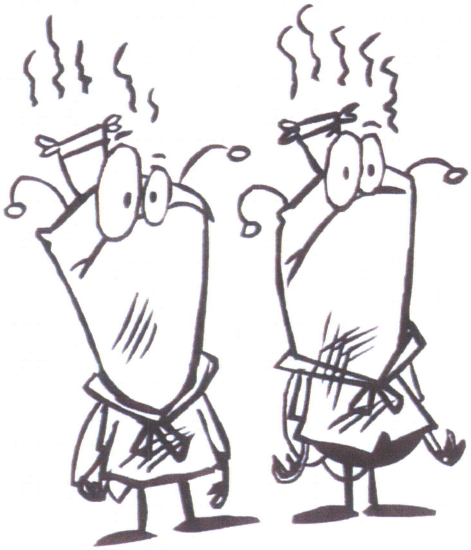
Jane Doe
Deer Squirrel Scout
Leader



Miss Mucus
Wart hog ~~Assistant~~
Squirrel Scout Leader



Samson
The Guinea Pig



Chip & Skip
The Dung Beetles



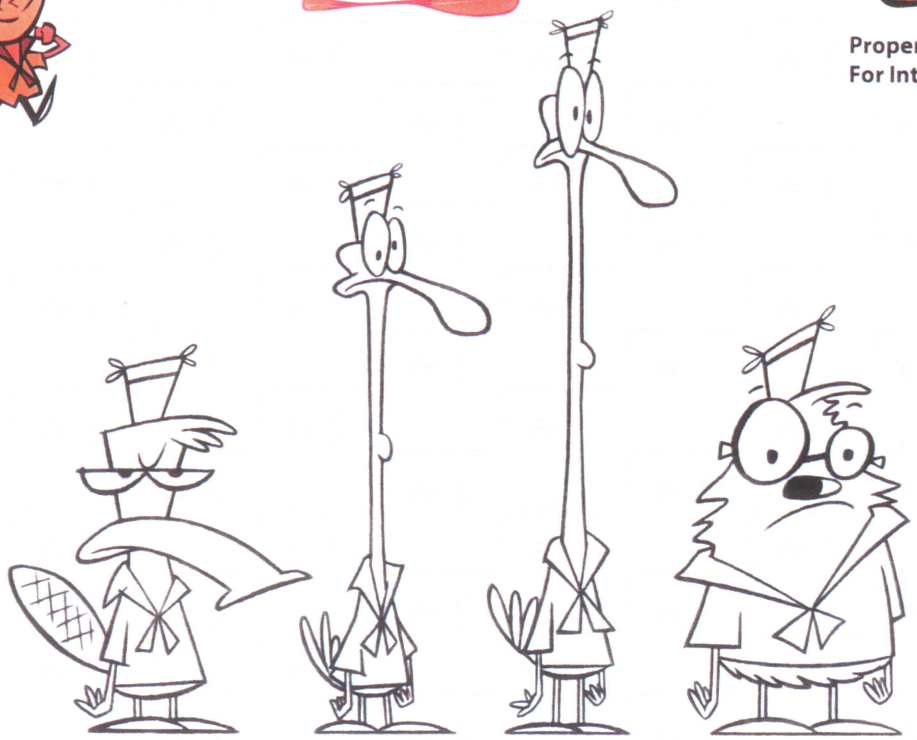
Edward
The Platypus



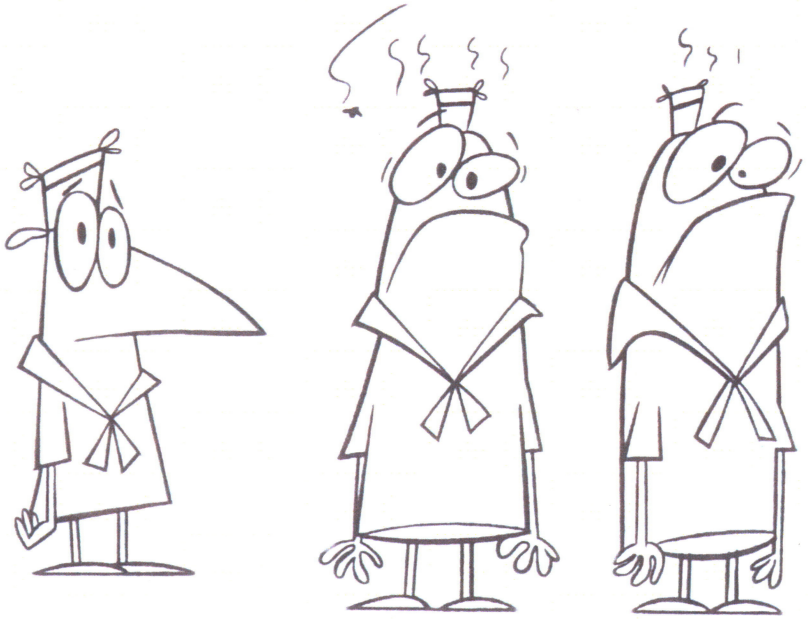
Second Tier Beans

CAMP LAZLO!

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EDWARD DAVE PING-PONG SAMSON



LARRY CHIP SKIP



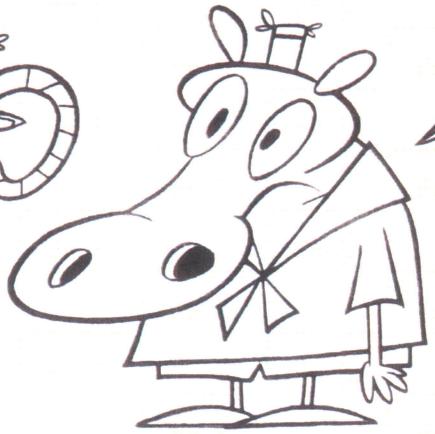
Third Tier Beans

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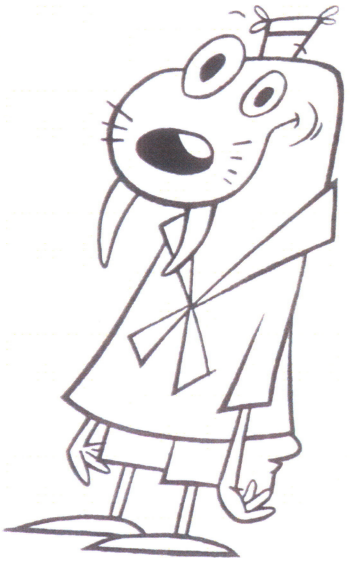
BIG HORN SHEEP #11



HIPPO #12



STORK #13



WALRUS #14



FLAMINGO #7



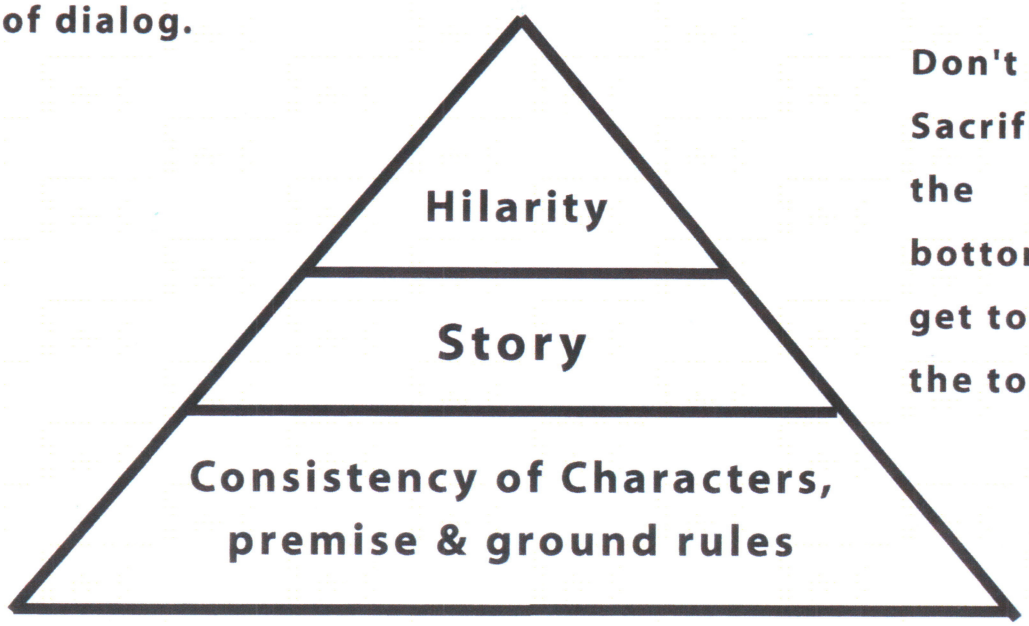


A Note on Writing

Our writing (in both outlines and storyboards) is upbeat and full of life. Not mean-spirited or abusive. Humor relies on character, and how those characters react in a simple funny story line. There is no violence (except for slapstick), no scatological humor (including gas) and no sexual innuendo. Although the show appeals to old and young alike, it is a show parents would gladly sit their kids in front of to watch by themselves.

All stories involve the main characters, and take place in the same location (The Bean Camp, lake, Squirrel camp, Occasionally in town.) The Viewer should be comfortable with where they are, and who they are with. Plot lines should be simple. Camping, the pursuit of merit badges, scouting and communing with nature provide (in my opinion) an endless wealth of material. Place our strong main characters in these structures and let it rip. When approaching a story or storyboard,

one should always keep in mind the blocks of priorities that need to be addressed with each gag, story or bit of dialog.



Don't Sacrifice the bottom to get to the top

Writing can be looked at as a game. And no game is fun without rules. Start with the basic character traits, the premise of the show, and some ground rules we have laid out, and grow the story. From the story and the foundation block, come the gags. Although humor is the most important thing we want to ultimately derive from these shows, it can't be done at the expense of a characters personality, the story, or the basic premise of the show.

Here are some basic ground rules that can be coupled with the character traits and synopsis of the show:

A Note on Writing Pg 3

Some Ground Rules:

1. **No sexual innuendo. (This is lazy writing and not necessary or appropriate for a daytime cartoon. Looney Tunes didn't need it, and neither do we.**

2. **No "in your face" scatological humor. (lets face it, we have dung beetles in the show,, so we will have some subtle references).**

3. **No parody.**

4. **Limited violence. (These are cartoons. Let's keep it cartoony). And no guns in the show.**

5. **A tether of reality to the world we have created. (Even though these are talking animals, there still have to be rules of gravity and such we need to abide by, while still keeping in mind that it is a cartoon.)**

6. **Give your audience credit for intelligence, without going over the head of younger viewers. Smart writing.**

7. **Don't leave the world we have created, and don't bring in new characters. Work with what we have so viewers know the players without a scorecard when they tune in.**

8. **Relatable humor. Pull from our own kid experiences with camp. Start with core relatables, then whack them out into cartoonland.**

More Ground Rules:

9. **Refrain from any gags or references that date the episode. I.E. Making jokes about fads, fashions, current events, etc. We need to make these pure cartoons that stand the test of time.**

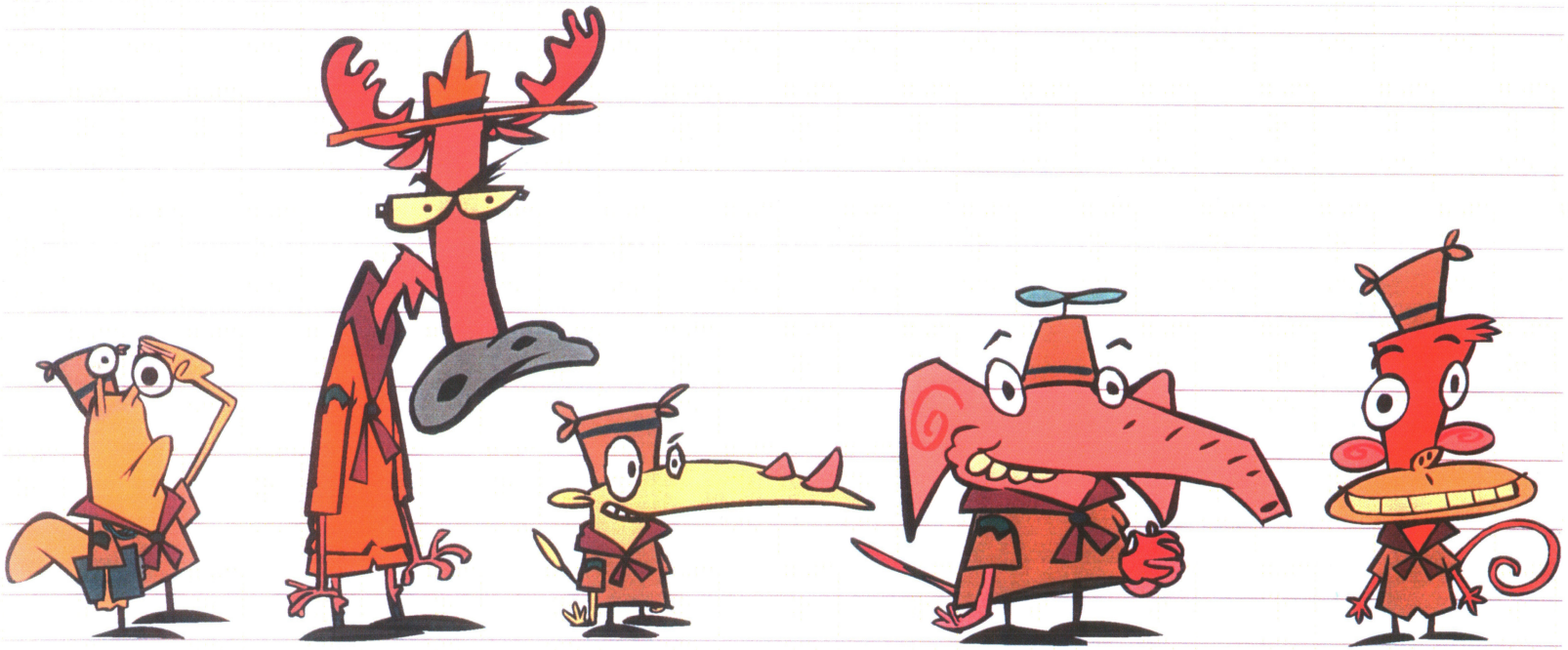
10. **Finally, don't be afraid to insert warmth. Camp Lazlo has a lot of Love, friendship and peace. Also, if we can take some subtle pro environment stances without getting on a soapbox, we can do that.**

Models, Style Color & BG's



Character Size Comp Line-up

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Slinkman

Scoutmaster Lumpus

Clam

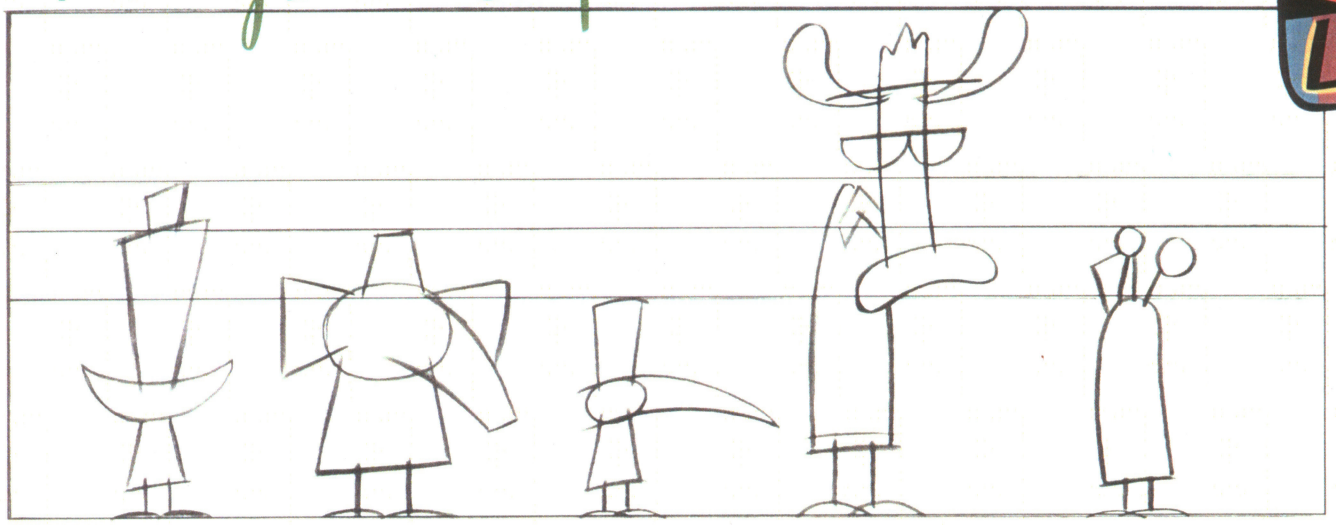
Raj

Lazlo

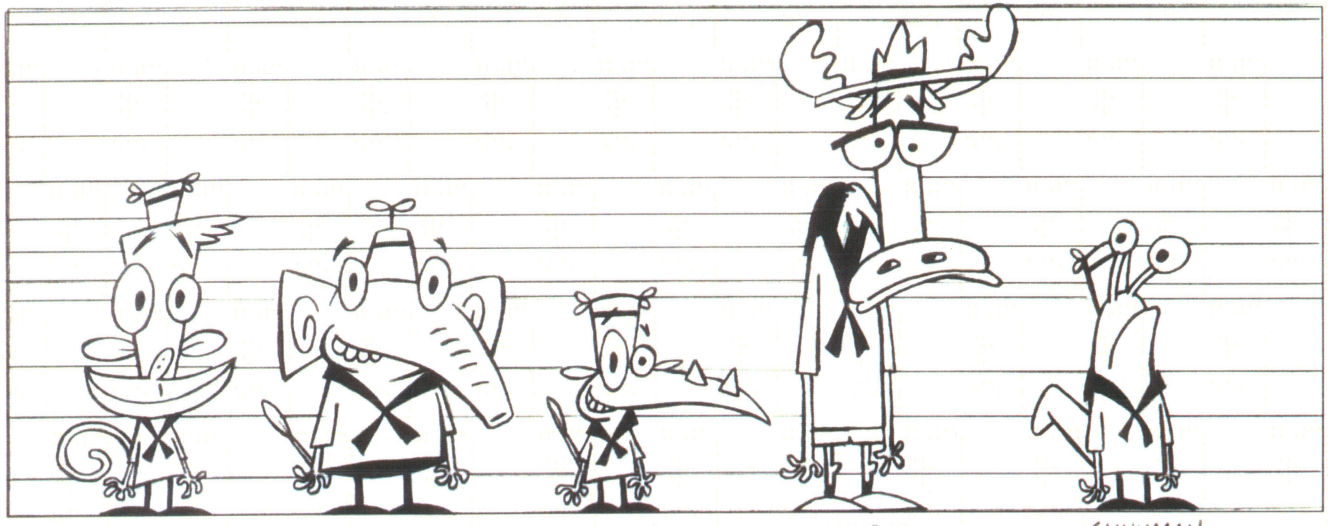


Measurement guide is Lazlo's snout.

Primary Basic Shapes



BASIC SHAPES OF PRIMARY CHARACTERS



CAMP LAZLO!

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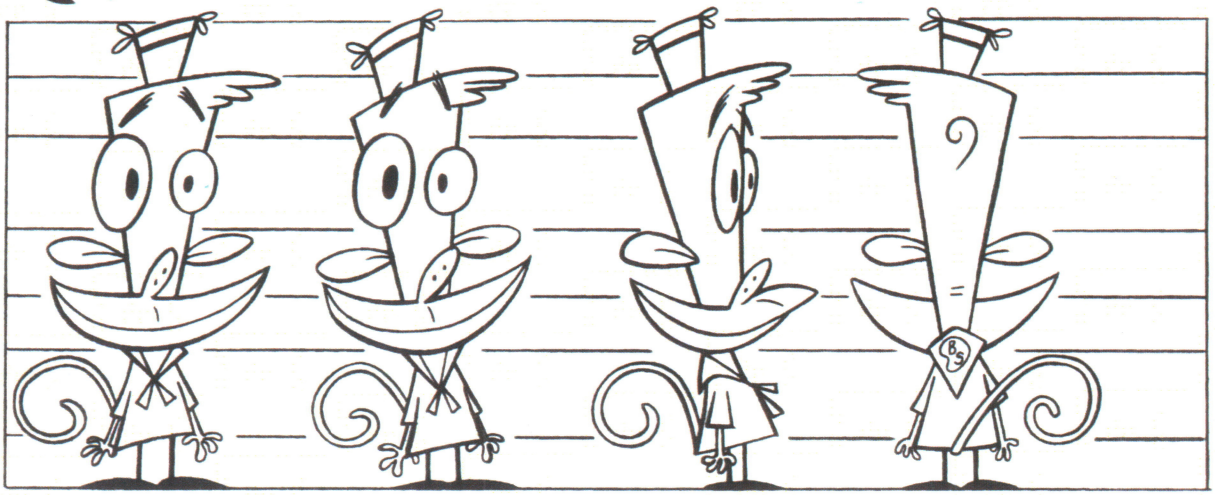

Lazlo

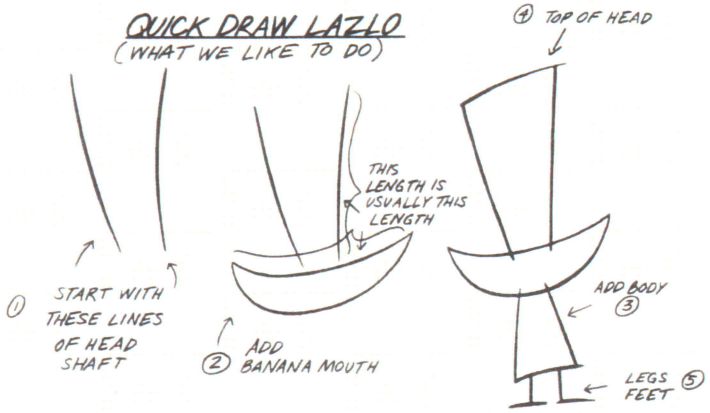


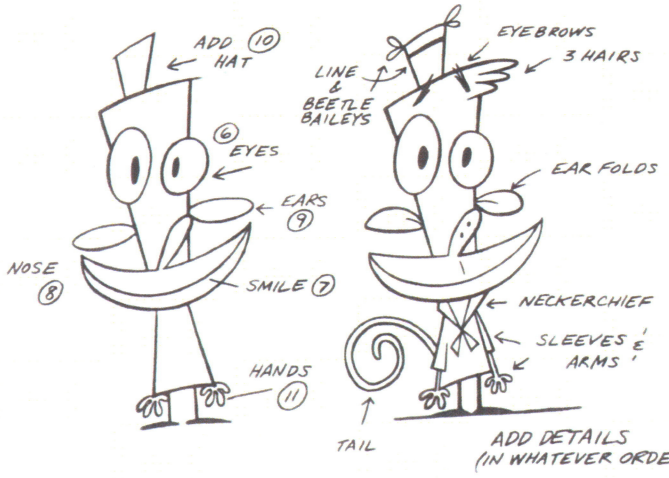
Lazlo Model Sheet Turn-Around

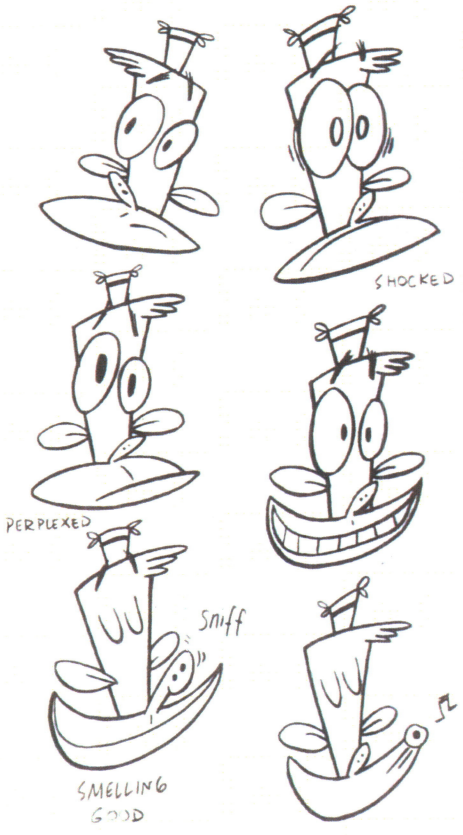
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CAMP LAZLO!

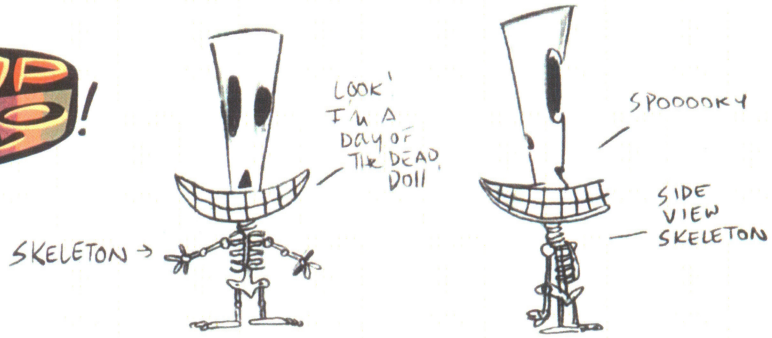








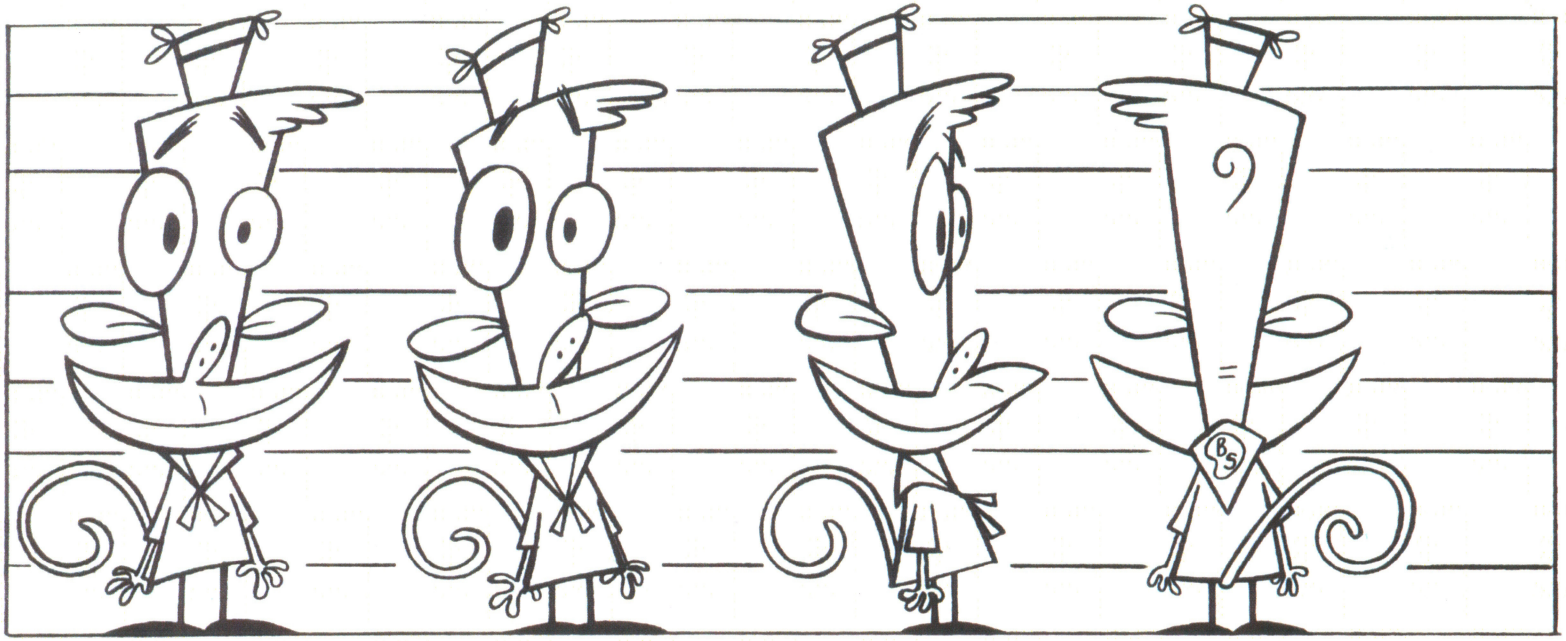




Lazlo

Model Sheet Turn-Around

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SOME ASPECTS OF LAZLO'S CONSTRUCTION HAVE A "DELIBERATE AVOIDANCE OF LOGIC". IN MANY WAYS „ A SERIES OF CHEATS.

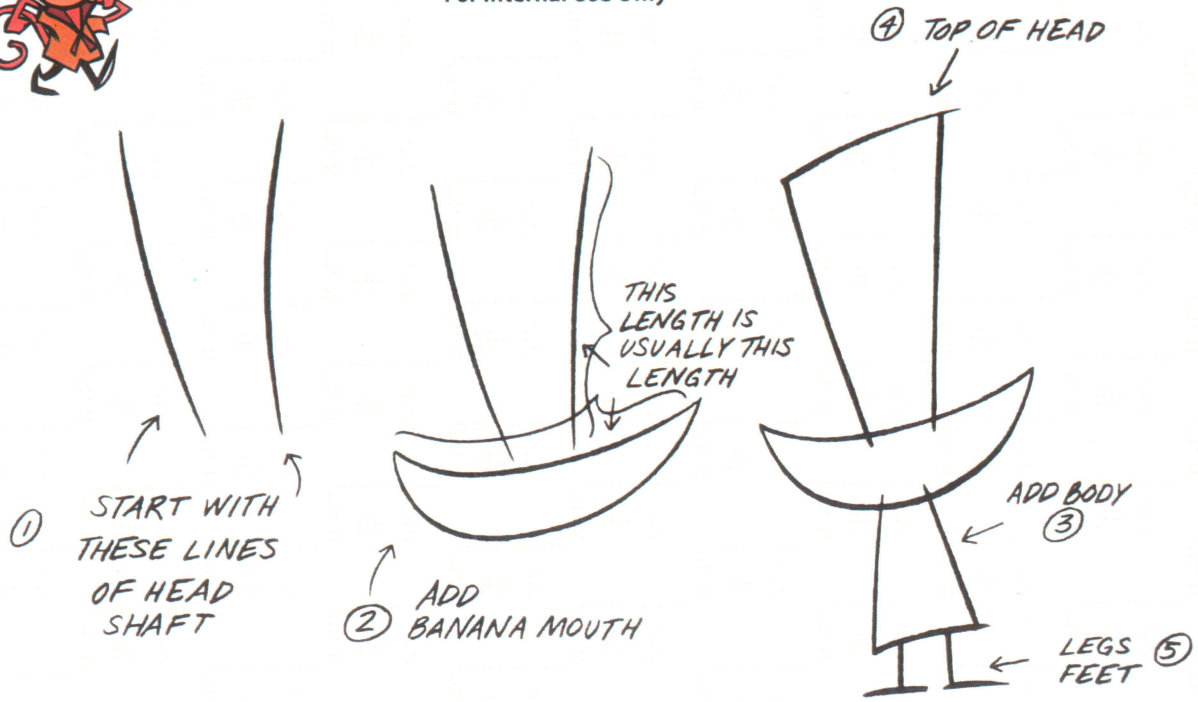


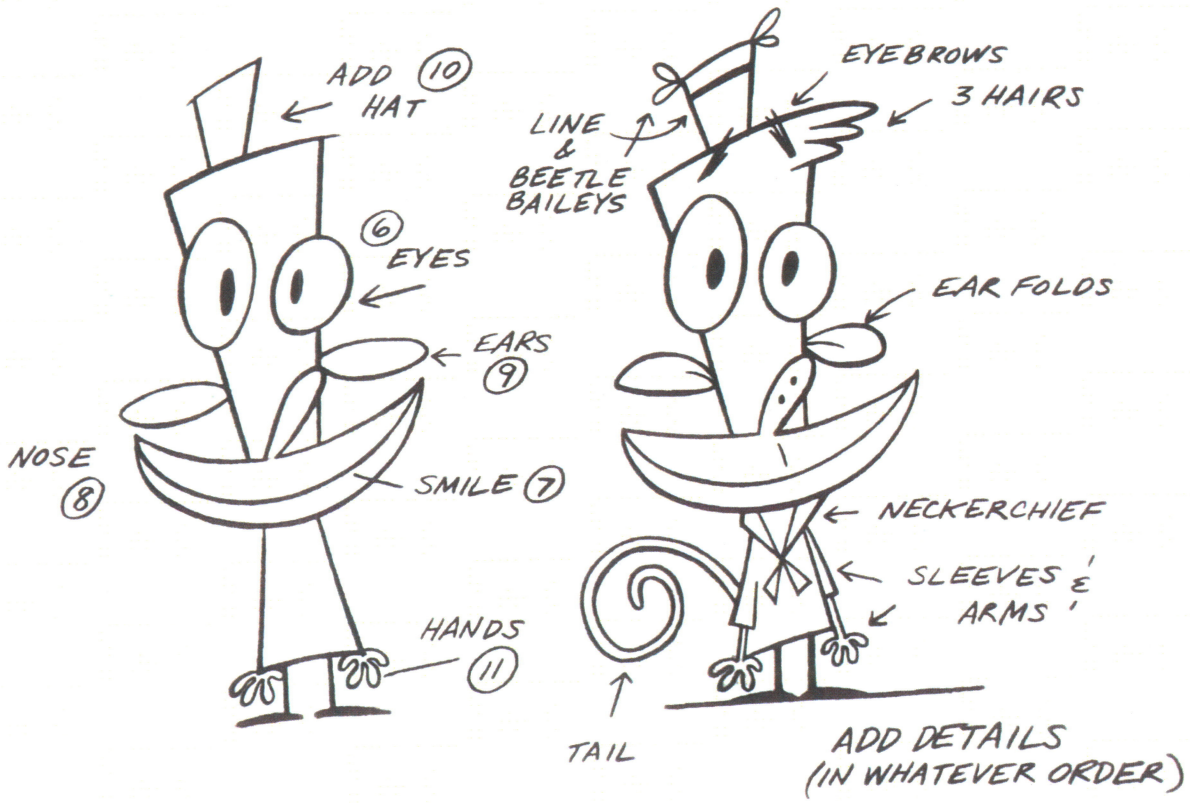
Lazlo

Quick Draw Lazlo

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CAMP LAZLO!





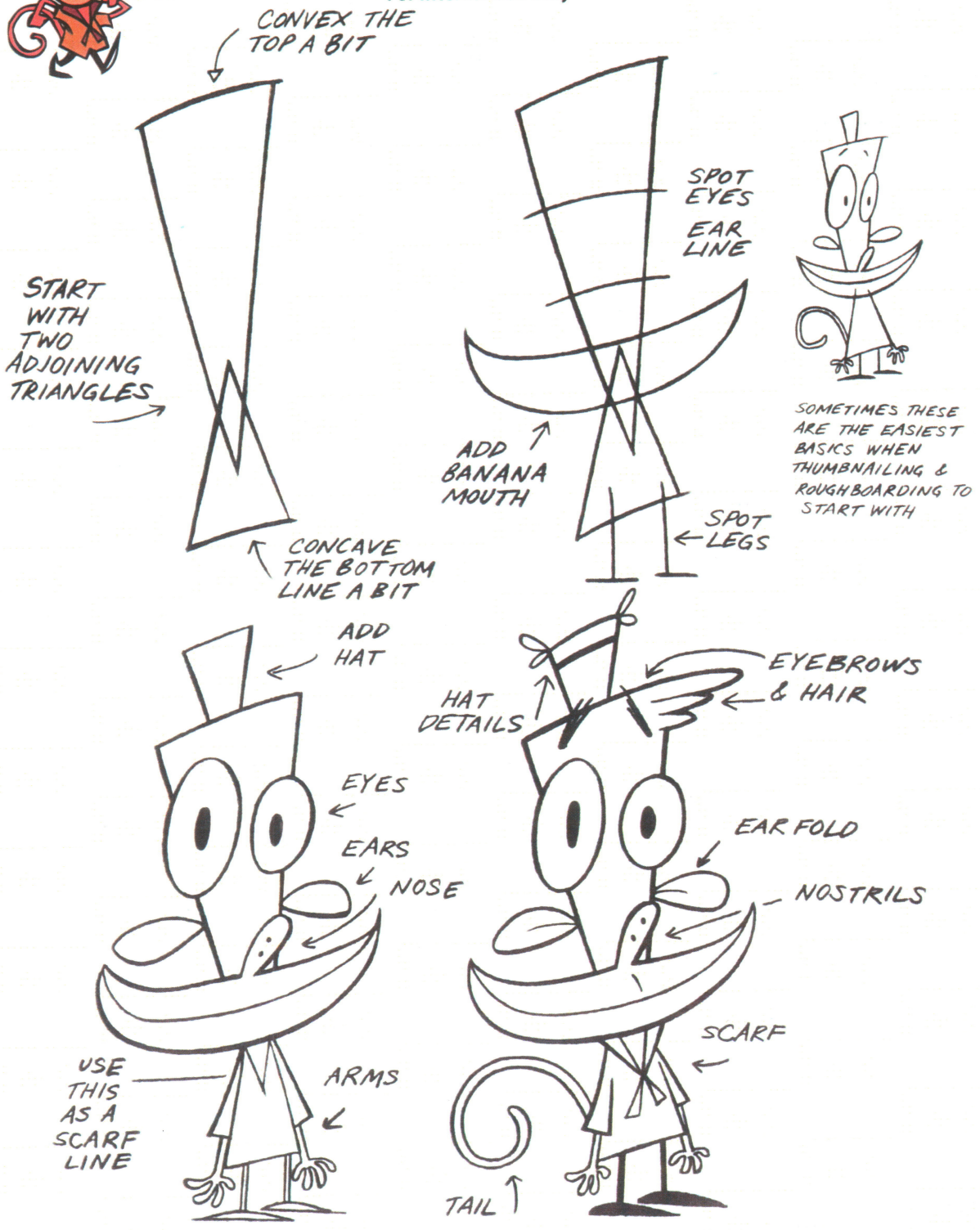


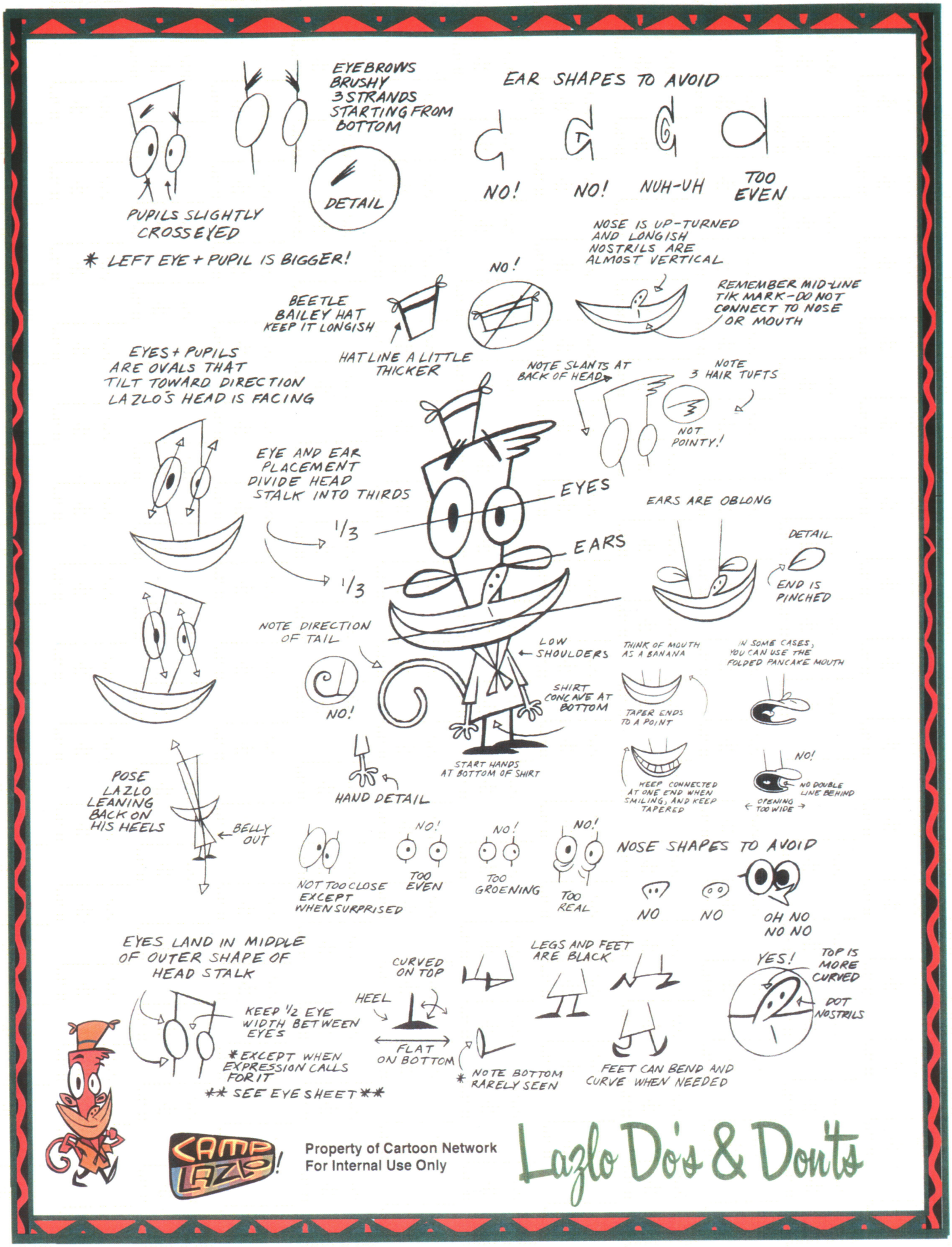
Lazlo

Tricks for Drawing Lazlo



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EYEBROWS BRUSHY 3 STRANDS STARTING FROM BOTTOM
DETAIL
PUPILS SLIGHTLY CROSSEYED
* LEFT EYE + PUPIL IS BIGGER!
EAR SHAPES TO AVOID
NO!
NO!
NUH-UH
TOO EVEN
NOSE IS UP-TURNED AND LONGISH NOSTRILS ARE ALMOST VERTICAL
REMEMBER MID-LINE TIK MARK - DO NOT CONNECT TO NOSE OR MOUTH
NO!
BEETLE BAILEY HAT KEEP IT LONGISH
HAT LINE A LITTLE THICKER
EYES + PUPILS ARE OVALS THAT TILT TOWARD DIRECTION LAZLO'S HEAD IS FACING
NOTE SLANTS AT BACK OF HEAD
NOTE 3 HAIR TUFTS
NOT POINTY!
EYE AND EAR PLACEMENT DIVIDE HEAD STALK INTO THIRDS
1/3
1/3
EYES
EARS
EARS ARE OBLONG
DETAIL
END IS PINCHED
NOTE DIRECTION OF TAIL
NO!
LOW SHOULDERS
SHIRT CONCAVE AT BOTTOM
START HANDS AT BOTTOM OF SHIRT
HAND DETAIL
THINK OF MOUTH AS A BANANA
TAPER ENDS TO A POINT
IN SOME CASES, YOU CAN USE THE FOLDED PANCAKE MOUTH
KEEP CONNECTED AT ONE END WHEN SMILING, AND KEEP TAPERED
NO!
NO DOUBLE LINE BEHIND
OPENING TOO WIDE
POSE LAZLO LEANING BACK ON HIS HEELS
BELLY OUT
NOT TOO CLOSE EXCEPT WHEN SURPRISED
NO!
TOO EVEN
NO!
TOO GROENING
NO!
TOO REAL
NOSE SHAPES TO AVOID
NO
NO
OH NO NO NO
EYES LAND IN MIDDLE OF OUTER SHAPE OF HEAD STALK
KEEP 1/2 EYE WIDTH BETWEEN EYES
* EXCEPT WHEN EXPRESSION CALLS FOR IT
** SEE EYE SHEET **
CURVED ON TOP
HEEL
FLAT ON BOTTOM
* NOTE BOTTOM RARELY SEEN
LEGS AND FEET ARE BLACK
FEET CAN BEND AND CURVE WHEN NEEDED
YES!
TOP IS MORE CURVED
DOT NOSTRILS
CAMP LAZLO!
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Lazlo Do's & Donts



Lazlo

Lazlo Expressions One

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CAMP LAZLO!



"NOT SURE IF THIS IS GOOD," LOOK



TIMID



SHOCKED



PERPLEXED



DAZED & CONFUSED



SLAP HAPPY







CONCERNED



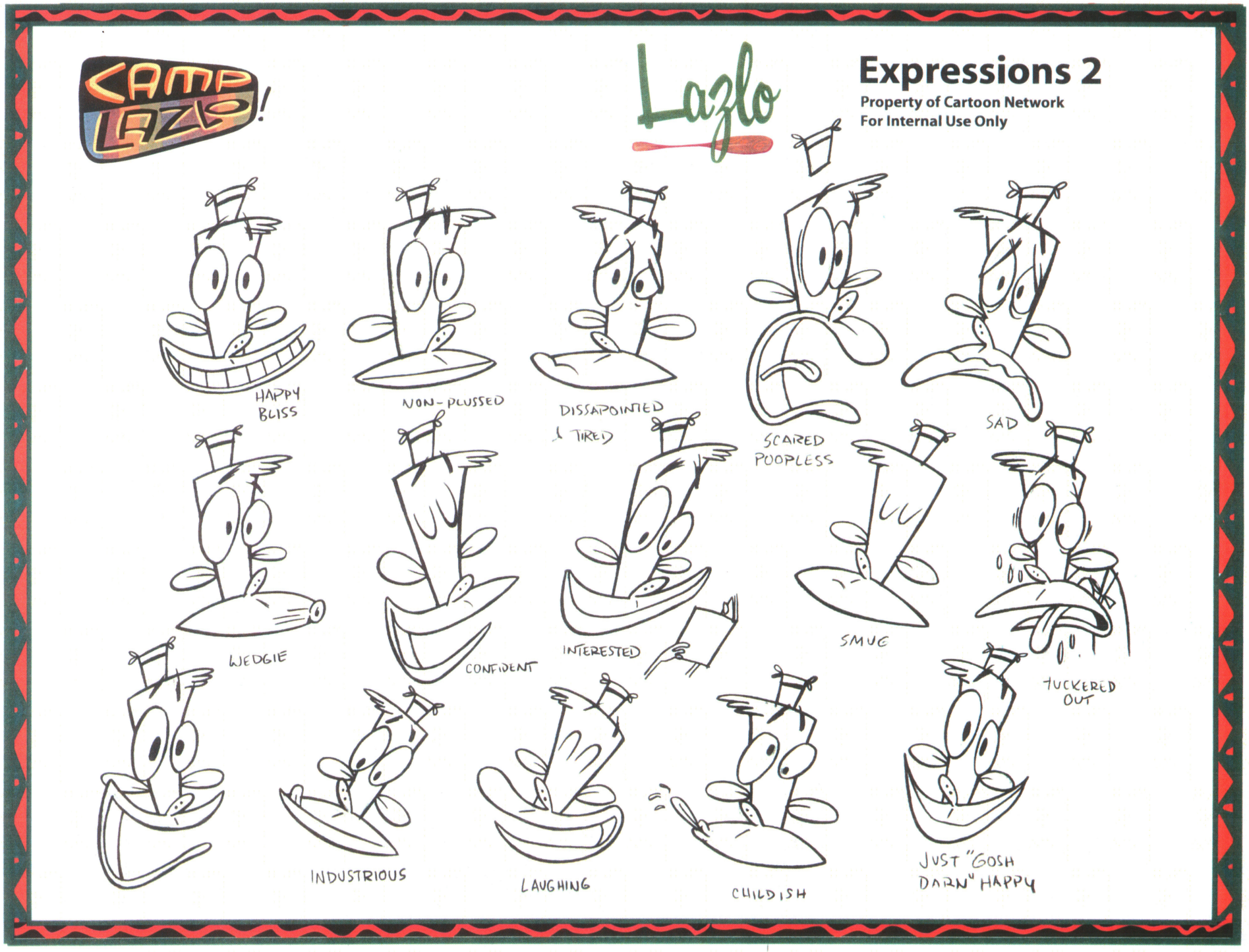
grateful



HAPPY WHISTLING



WORRIED PUCKER


CAMP LAZLO!
Lazlo
Expressions 2
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For Internal Use Only
HAPPY BLISS
NON-PLUSSED
DISSAPOINTED & TIRED
SCARED POOPLESS
SAD
WEDGIE
CONFIDENT
INTERESTED
SMUG
TUCKERED OUT
INDUSTRIOUS
LAUGHING
CHILDISH
JUST "GOSH DARN" HAPPY

Raj

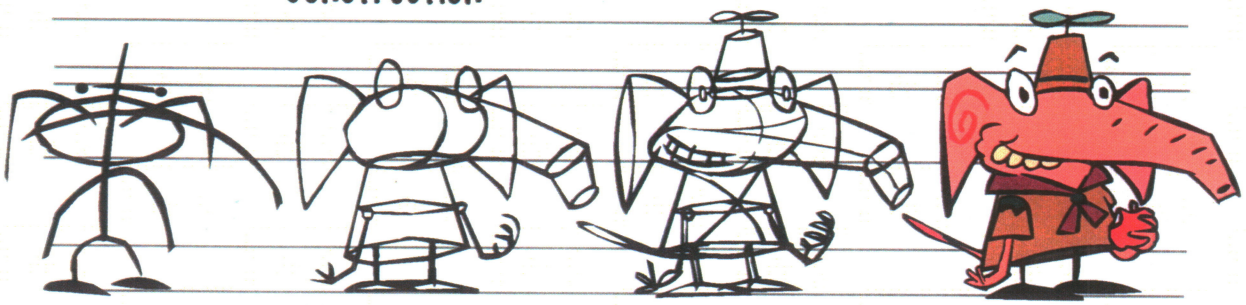


Model Sheet

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CAMP LAZLO!

Construction

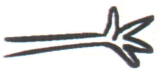




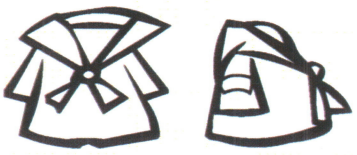
Teeth showing in smile



Eyes far apart
Sitting on top of head



Arms & Hands



Bean Scout Uniform



Fez style hat

With Propeller



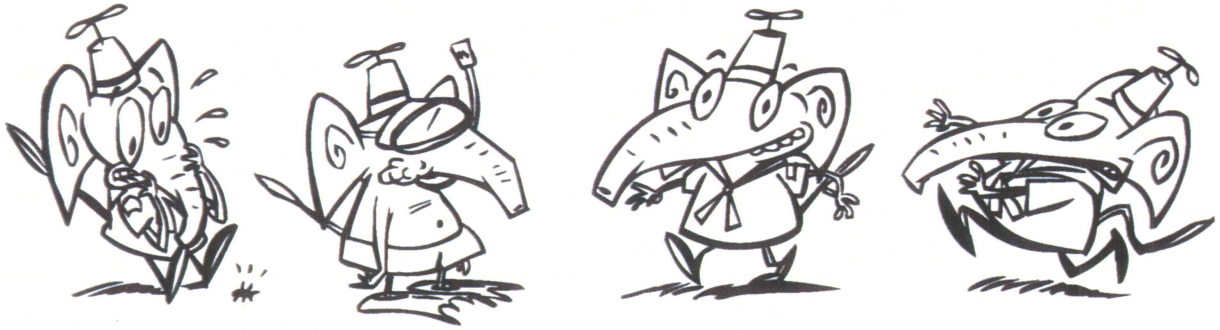
Black Feet



Elephant tail



Turn-Around



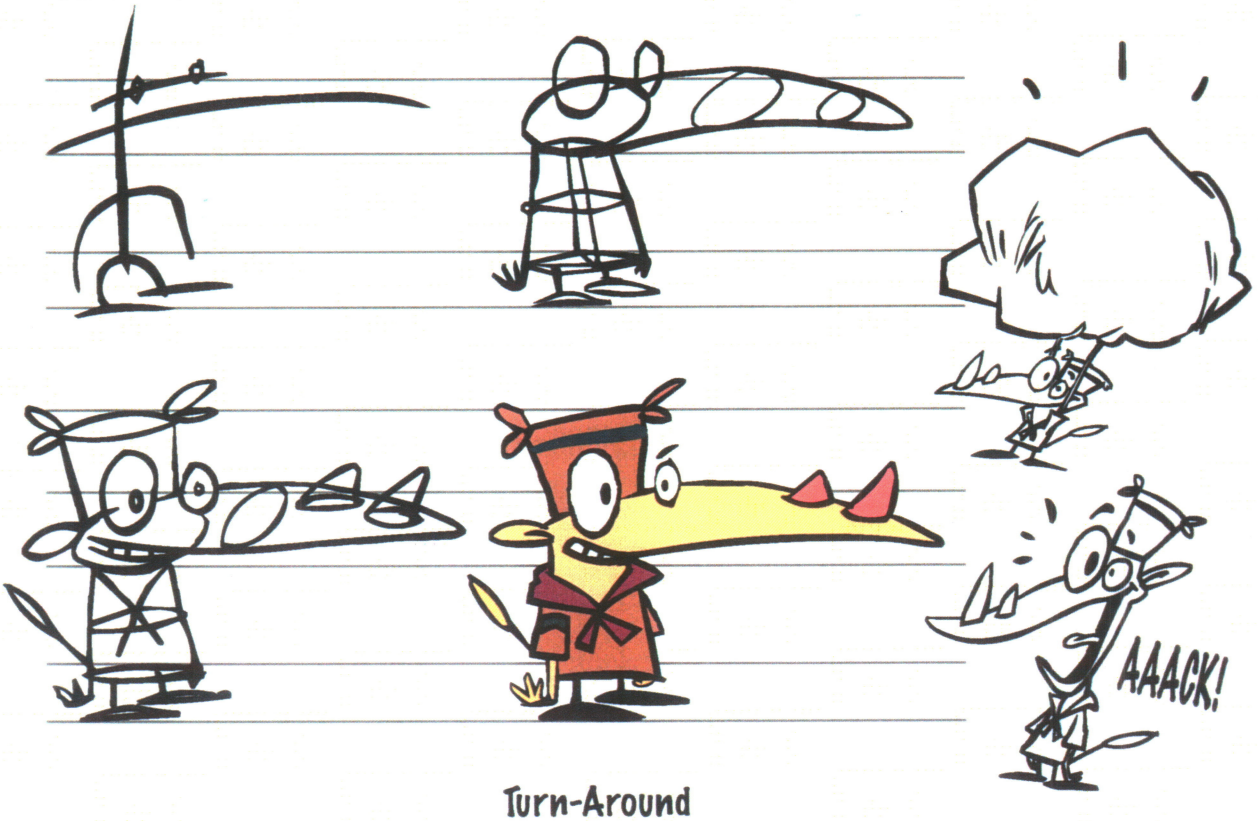
Clam

Model Sheet

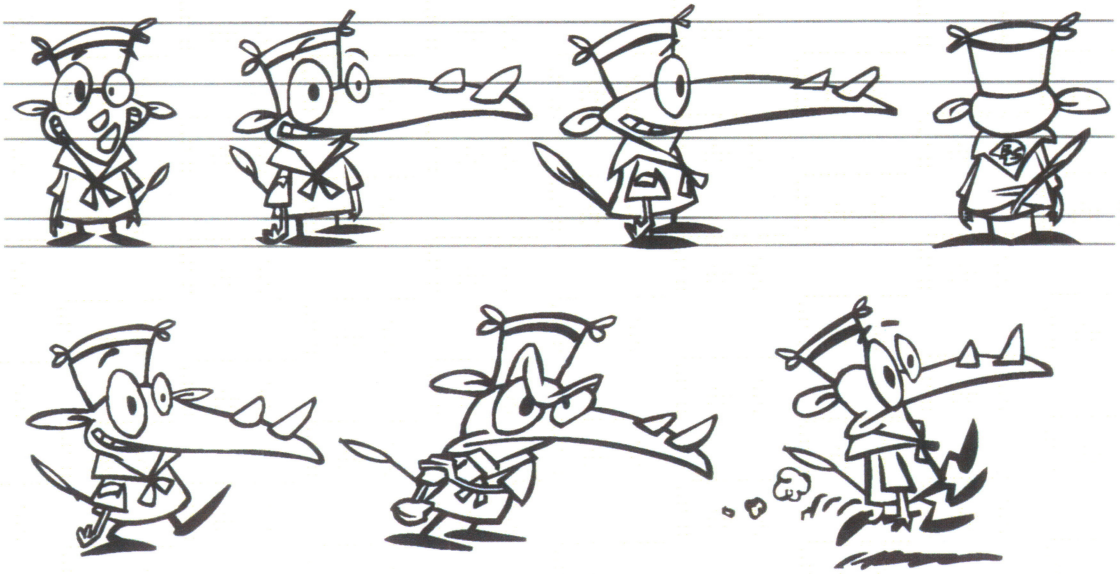
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CAMP LAZLO!

Construction



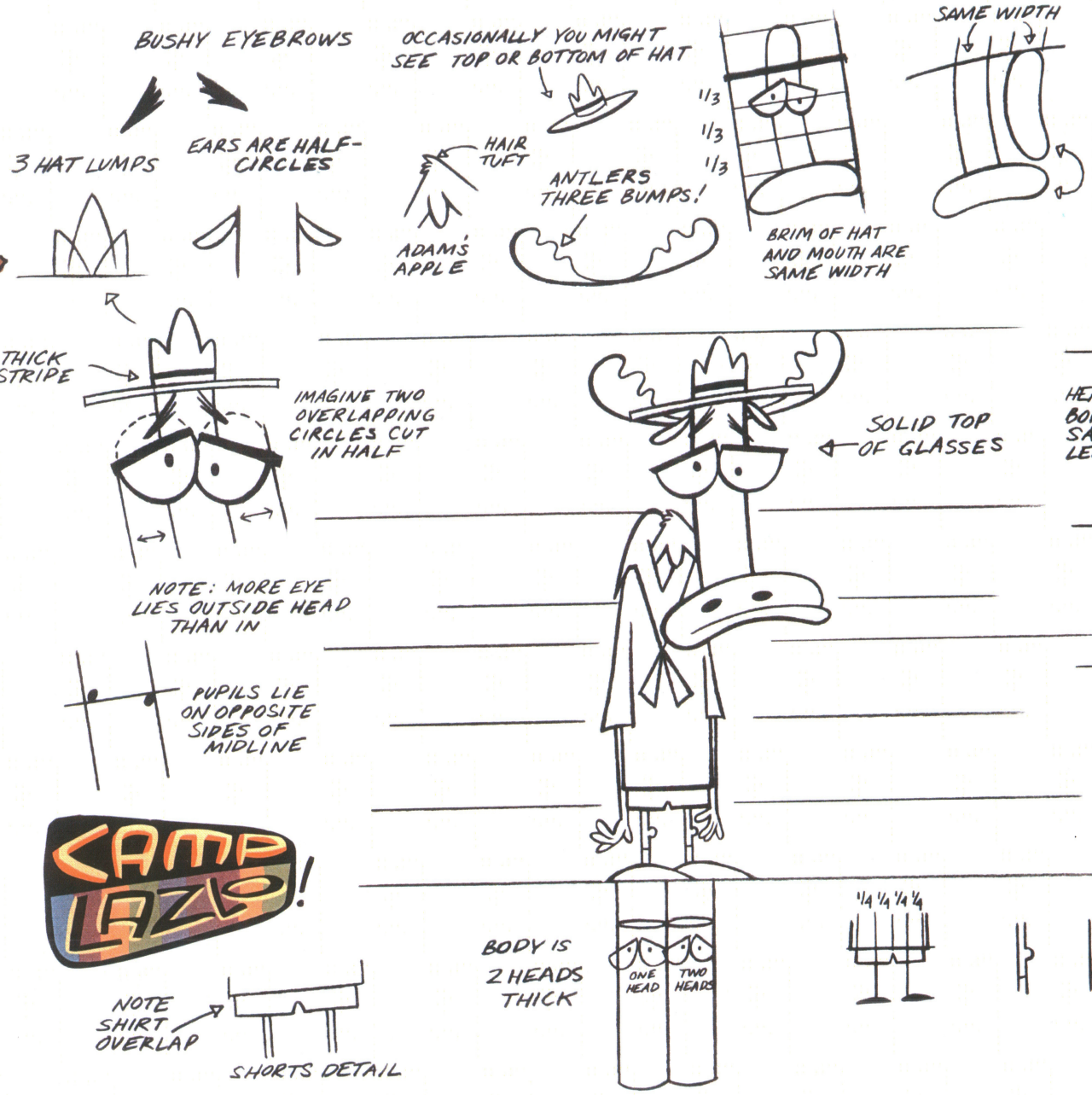
Turn-Around




Scoutmaster
Lumpus

Scoutmaster Lumpus

Do's & Don'ts



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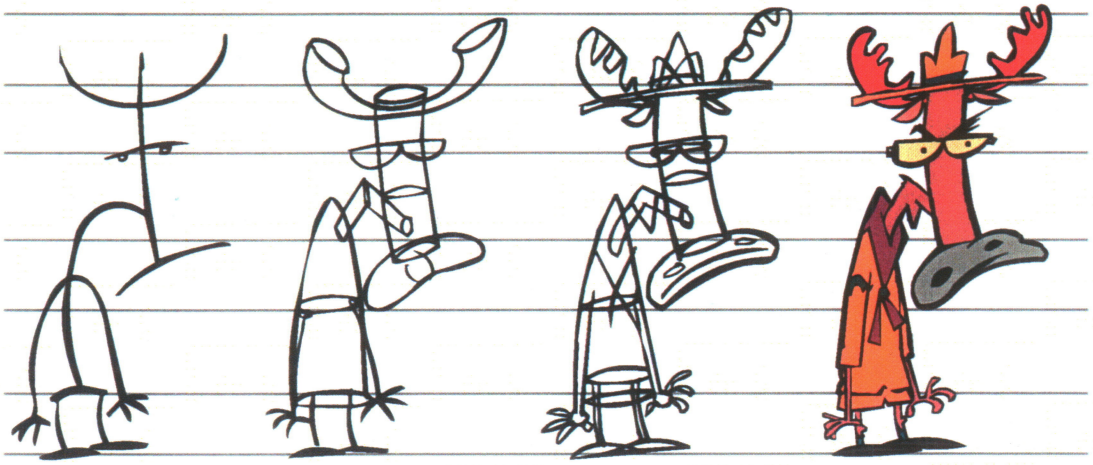
Scoutmaster Lumpus

Model Sheet

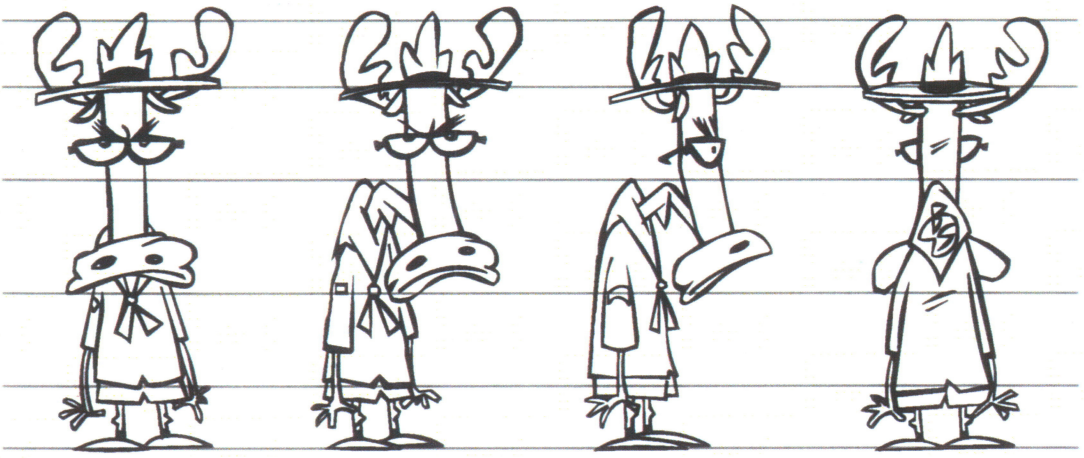
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CAMP LAZLO!

Construction



Turn-Around





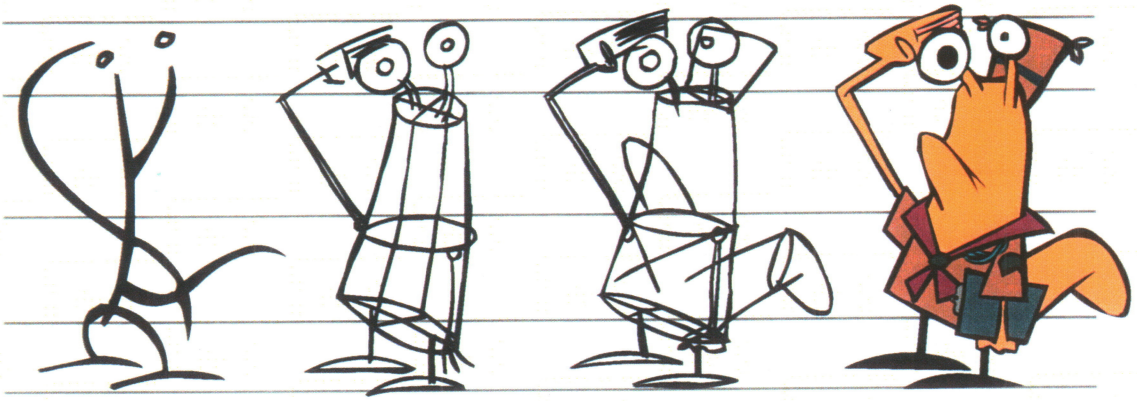
Slinkman

Model Sheet

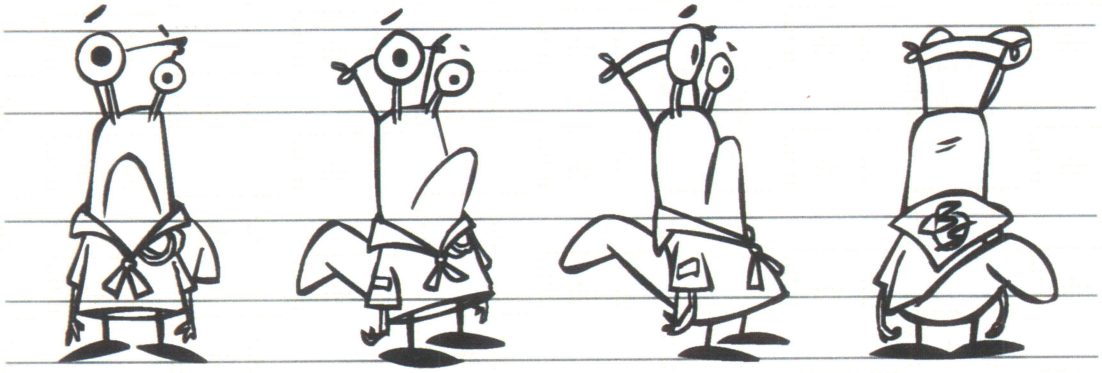
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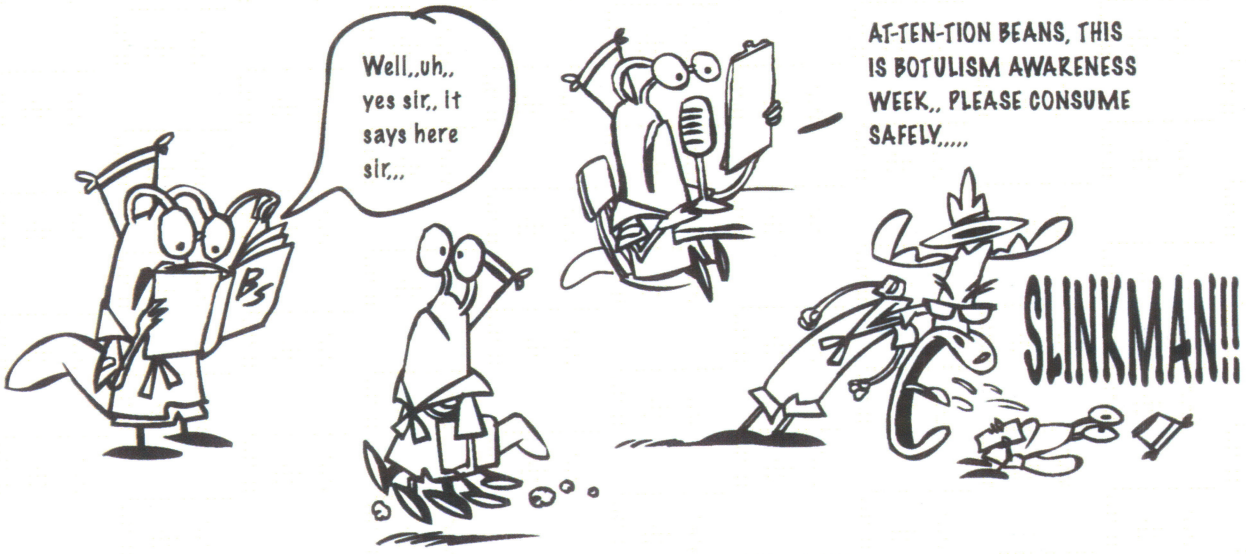
CAMP LAZLO!

Construction



Turn-Around





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Exterior & Interior Design Style Sheet

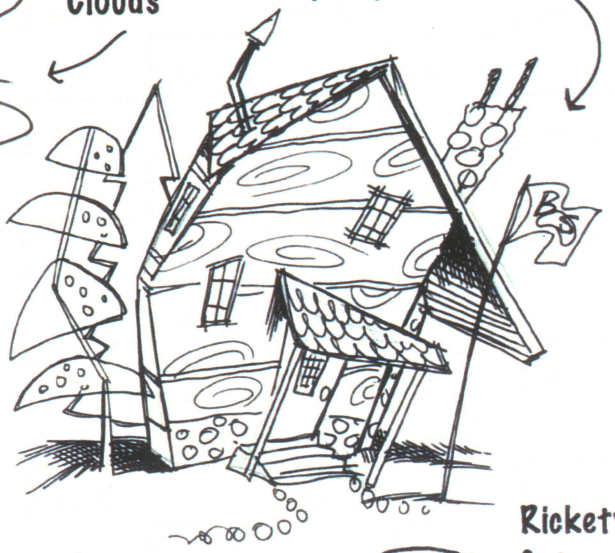
See Tree and Foliage Design for Further Exterior Style

Furniture is wonky and patterned

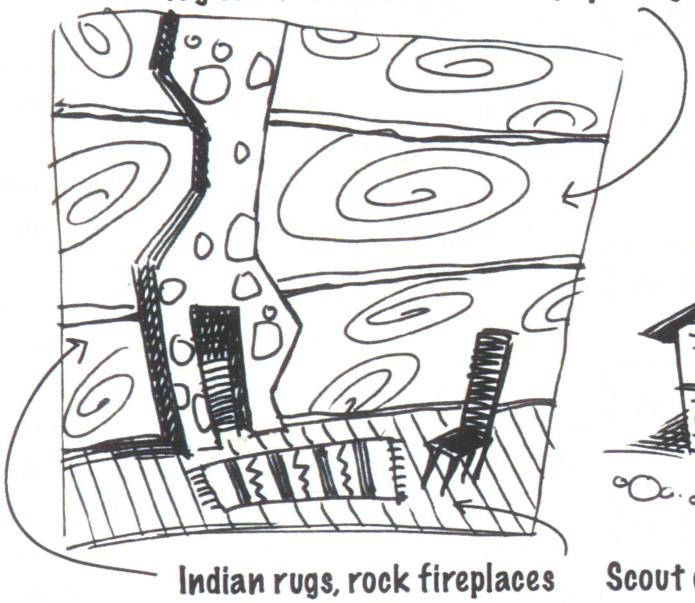


Clouds

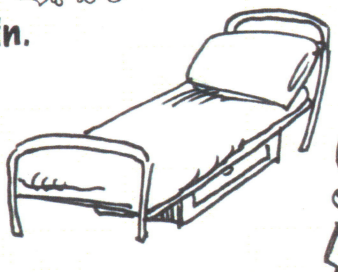
Dwellings have lean, and warped perspective.



Cabin walls, wood grained log cabin feel. Wide beams, spiral grain.



Rickety Cots





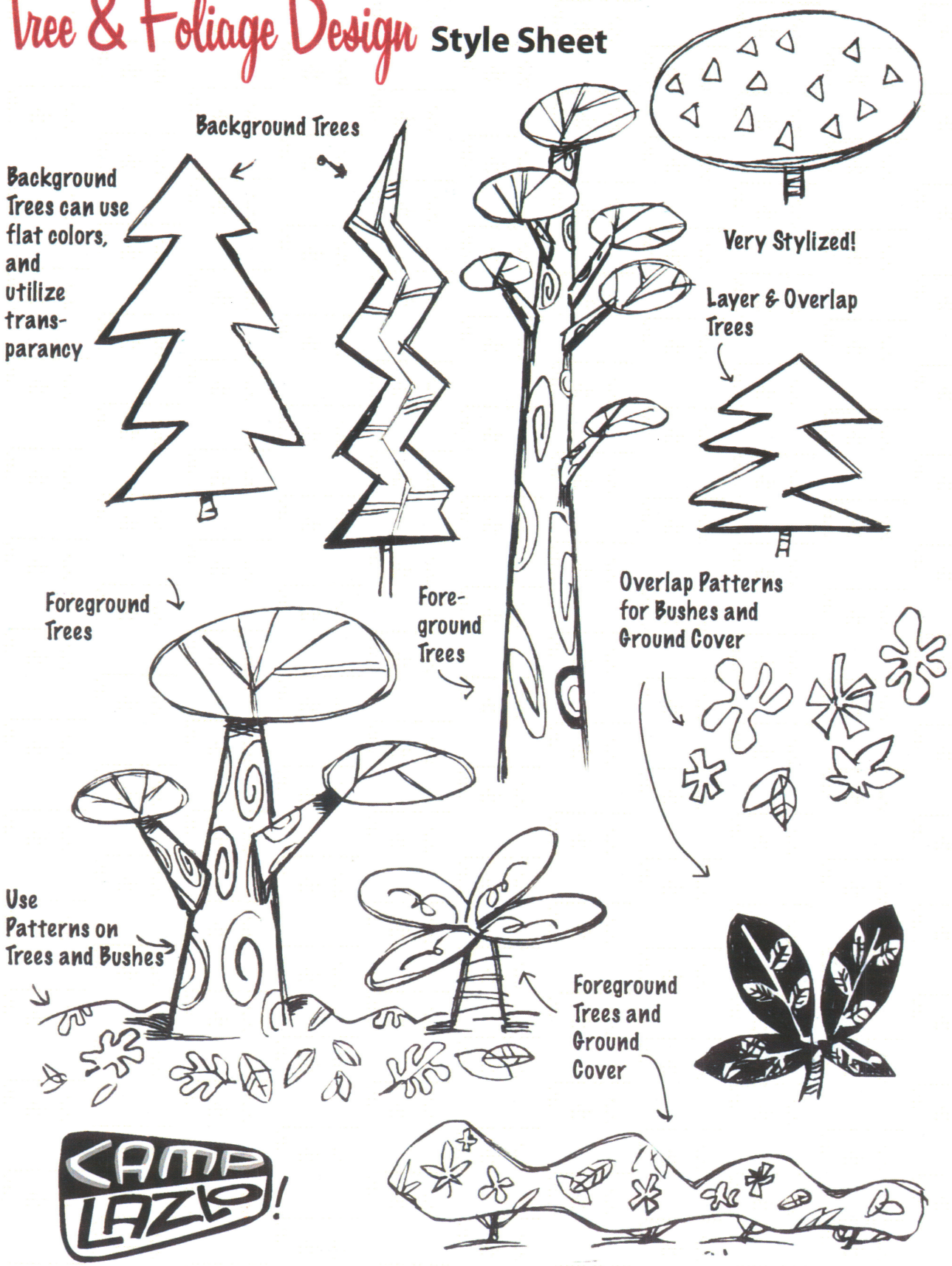
Indian rugs, rock fireplaces and Cabin Kitsch inside.

CAMP LAZLO!

Scout cabins are screened summer camp type and are all named after Beans I.E. Garbanzo, Pinto, Kidney, etc. Lazlo's cabin is called Jelly.

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Tree & Foliage Design Style Sheet

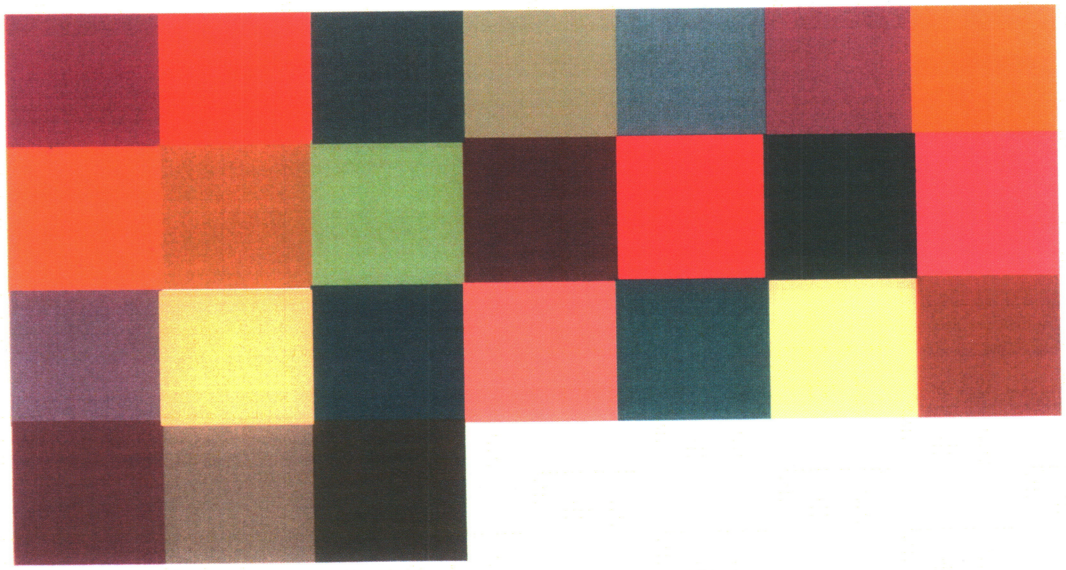


Color Palette for "Camp Lazlo"

The color palette for Camp Lazlo was compiled from personal color tastes, but also from retro references, old camp color reference, western and native American pillow and rug colors, canoes, cabins and forest hues.

The warm, grayed shades lend themselves to the camping feel, but also the the comfort the characters bring to you. Like marshmallows roasted on a campfire, these can be tasty in lighter or darker variations.







Joe Murray

Backgrounds

The background style for Camp Lazlo is a bit brushy, utilizing patterns and texture to give a bit of a retro feel, with more contemporary design. The style is a little reminiscent of late 50's and 60's advertising and architectural illustration. Quite often, action is occurring in front of monochromatic dense tree design, in cool colors. Art direct-tion is simplified, making sure nothing gets in the way of the characters, action or emotion of the scene. We set the stage and get out of there fast. Everything needs to read



Carol Wyatt

Jelly cabin Exterior Day

as quickly as possible. Basically, choose one great object in the foreground, or the background, and let the scene play. The pace of the show doesn't allow for long lingering shots of landscape.

Trees , leaves and foliage can be pre-designed and stored in graphic programs, (as well as certain cabin kitsch props and clouds) to be used for quick BG keys.



Carol Wyatt

Jelly Cabin (Lazlo, Fez and Clam's cabin)
Interior, Day.





Carol Wyatt

More Background Samples

Production Notes



It is my intention, that Camp Lazlo be designed with simplicity in mind. Not only to allow for characters, gags and stories to read in an optimal way, but to streamline production by keeping characters, locations and props as simple and minimal as possible. BG and prop production should be structured in such as way as to reduce duplication of keys and designs.

Utilizing graphic computer programs, establishing BGs and other stock can be used, to produce very quick BG keys for new scenes.

Camp Lazlo is storyboarded rather than scripted, and utilizes animatics as an important tool in getting the story and gags across visually. (as well as catching storyboarding problems before they are animated.) Strong key posing and character expression would be vital, with animation working, quite often, pose to pose. New affordable technology should be used to it's potential.

I am sure the a lot of shows on Cartoon Network already utilize these methods. It is my need to simply reiterate them here for this show.

Conclusion



Animated Series Bibles are tricky things. (Even mini-bibles contain mini-illusions.) They are a bit like throwing some cells into a petri dish, and even though the cells are well established, once life begins, all that we plan can go out the window. The characters begin living, breathing, rapping and tripping. Who can predict some of the happy accidents that will happen, and what will need to be revisited or reevaluated? But to the best of my ability, at this time, this is the blueprint I offer that will make these characters live, and the world they will live in. If we follow these paths, it will create entertainment that, I feel, will be hilarious, and will provide a healthy return on investment. Beyond that,,, only a fun time is guaranteed for all. Thanks for watching.

JOE MURRAY



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